Cameron Miller

3D Animator

CM

Profile

Cameron is a 3D Animator based in Los Angeles. With a passion for animation ignited at Gnomon School of Visual Effects, he aspires to work with like-minded animators, creating compelling visuals that inspire and connect with audiences through the power of motion.

Experience

EUROS - LEAD DIGITAL ARIST

March 2022

- Responsible for designing a metaverse Sci-Fi Auction House involving NFTS using UNREAL ENGINE

RUNAWAYS/MARVEL/PARAMOUNT TELEVISION - SET PRODCUTION ASSISTANT

June 2018 - August 2018

- Assisted directors, actors, and crew
- Coordinated extras for scenes, and managed crowed control to ensure saftey of the set.

PIXOMONDO - VFX INTERN/PREVIS ARIST

June 2017 - August 2017

- Member of the pre-vis team and learned the pipeline process of each department
- Created assets using Autodesk Maya, and Pixologic Zbrush

STAR TREK, DISCOVERY/PARAMOUNT - VFX INTERN

June 2017 - August 2017

- Member of the Star Trek VFX department and learned the pipeline process for TV VFX
- Created assets for the team using Autodesk Maya, Pixologic Zbrush and Nuke

Skills Summary

3D ANIMATION

- Able to create captivating 3d stylized animation

3D MODELING/TEXTURING

- Able to create complete game ready models and environments with compelling textures

CONTACT

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SOFTWARE

- Unreal Engine
- Zbrush
- Maya
- Gaia
- Marmoset
- Houdini
- V-Ray
- KeyShot
- Redshift
- Substance
- Nuke

EDUCATION

Bachelor of Fine Arts

Gnomon School of Visual Effects